PlayStation®

NTSC U/C

PlayStation®

EVERYONE

E

CONTENT RATED BY ESRB

SLUS-00942

HORSE RACING ACTION

GALLOP RACER™

TECMO®

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

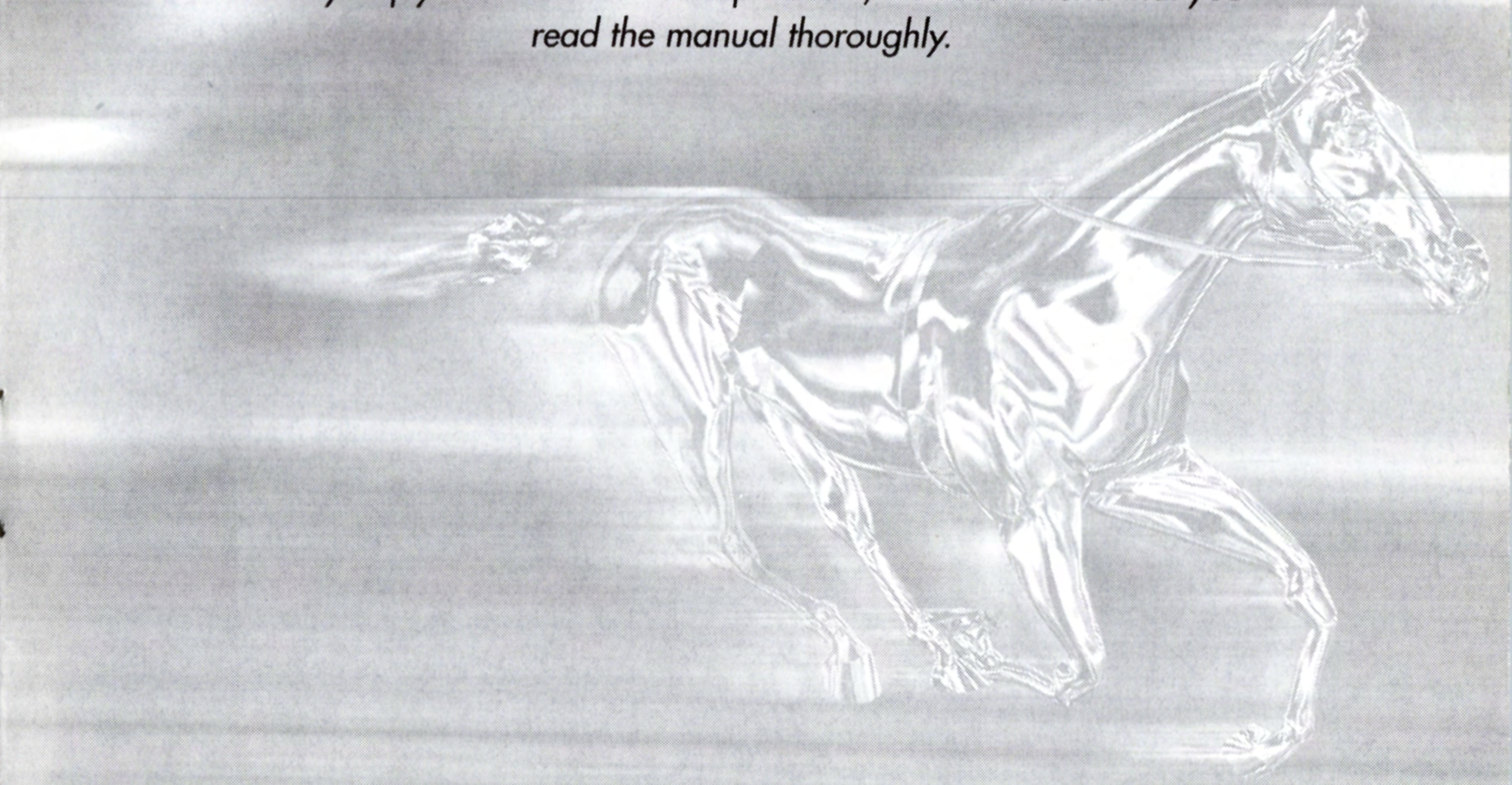
HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

GALLOP RACER

ONE AND ONLY ROAD TO VICTORY

Thank you for purchasing "Gallop Racer" for the PlayStation.
To fully enjoy the world of "Gallop Racer", we recommend that you read the manual thoroughly.



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How to operate

Here we will explain the basics of using the Controller for "Gallop Racer". The button functions in the menu screen and racing screen are different. It would be your benefit to remember how the buttons operate before entering the game.

Normal mode

L1 button: Go to previous page
R1 button: Go to next page
Directional button: Move the cursor around
Square button: Change the display data
X button: Select
Triangle button: Cancel or return to the previous screen

Reset during game: If you hold the START button for more than 2 seconds together with the SELECT button, the game will reset and return to the title Screen.

Controller

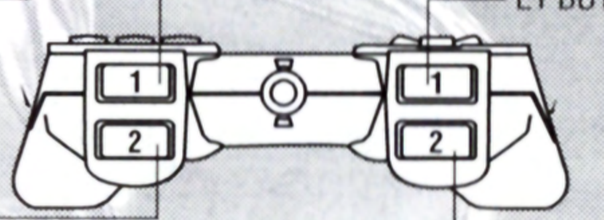
Front View

DIRECTIONAL BUTTONS
SELECT BUTTON
START BUTTON

WRITTEN FORM
BUTTON
BUTTON
BUTTON
BUTTON

Controller

Top View



R1 BUTTON
L1 BUTTON
R2 BUTTON
L2 BUTTON

Racing mode

L1 button: Radar switch (ascending)
L2 button: Turn left
R1 button: Radar switch (descending)
R2 button: Turn right
L2 and R2 button at the same time: Turn straightforward
Up button: Gate Start; when pressed successively, it will jerk the reins △
Left/right button: To move the horse left to right ◁ ▷
Down button: When pressed successively, it will slow down your horse ▽
START button: Pause the game
Triangle button: To shift the viewpoint △
Square button: Whip to the left □
O button: Whip to the right ○
X button: Shift the whip to the other hand ×

The speed of the reins will be determined by how fast you can press the button successively. When you have won in a GI race, you can give a triumph pose using other buttons.

Regarding Analog Controller

You can feel the vibration and increase the excitement of the game by inserting a DUAL SHOCK™ Controller. You can get vibration both in digital mode (LED light off) and in analog mode (LED light on). Otherwise all directions to use the Controller are the same. Vibration function can be selected on/off by going to "option menu" on the Title screen or in the pause window during a race.

Pause Window Function

Function of the items shown in the pause window
Continue: To continue the race
Quit game: To reset the game and return to the title screen
Vibration: Turn the vibration of the DUAL SHOCK™ Controller on/off.

Quick reference

Season mode (see p9)

1. Select "season mode" and determine your Jockey and the uniform design

2. Then go to the "horse shop" in the "management" screen to purchase the horse you desire (see p10)

3. Select the horse at the "entry" screen and register it in your favorite race

4. Select "next week" to proceed the weeks.

5. Start the race

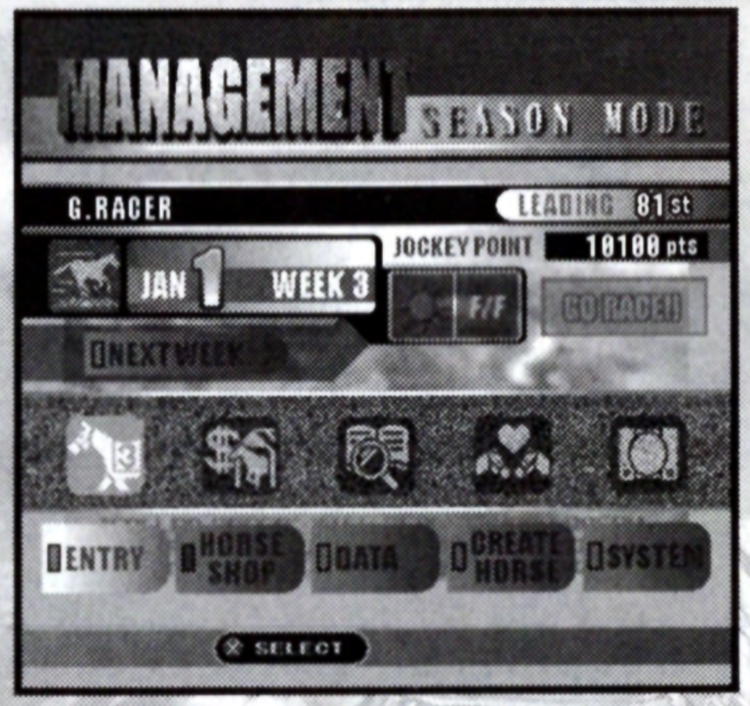
Practice mode

1. Select "practice mode"

2. Select "player control" (see p18)

3. Select the race you wish to enter your horse in

4. Start the race



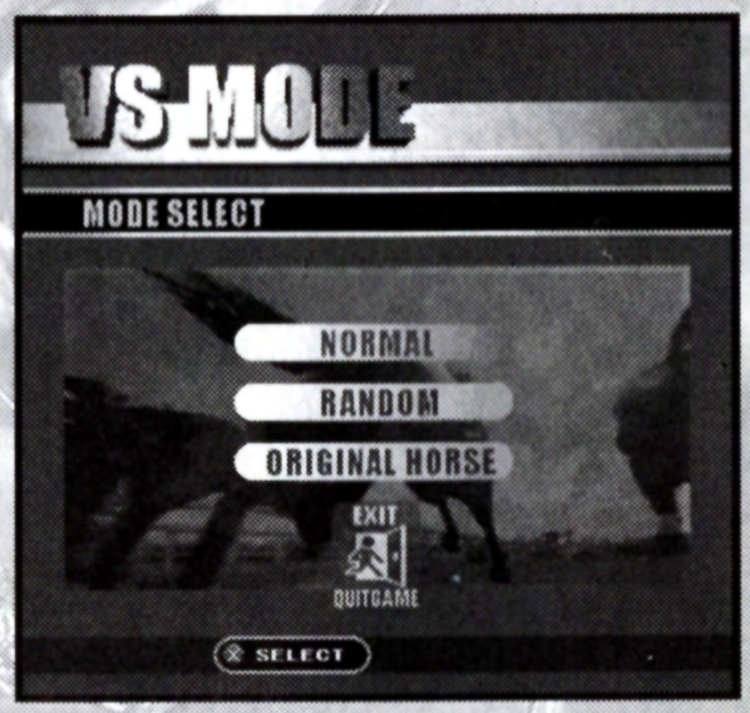
VS mode

1. Select "VS mode"

2. Select "normal" (see p22)

3. Select the number of races you wish to participate in, select a race track, and then the horse

4. Start the race



Title screen

There are 3 different game modes in "Gallop Racer"; "season","practice", and "VS". You can also create your own set up in the "option" menu.

Season mode

You'll be able to purchase a horse and race for a year round season. (details see p9)

Practice mode

You will select your favorite horse and challenge your favorite race track. (details see p18)

VS mode

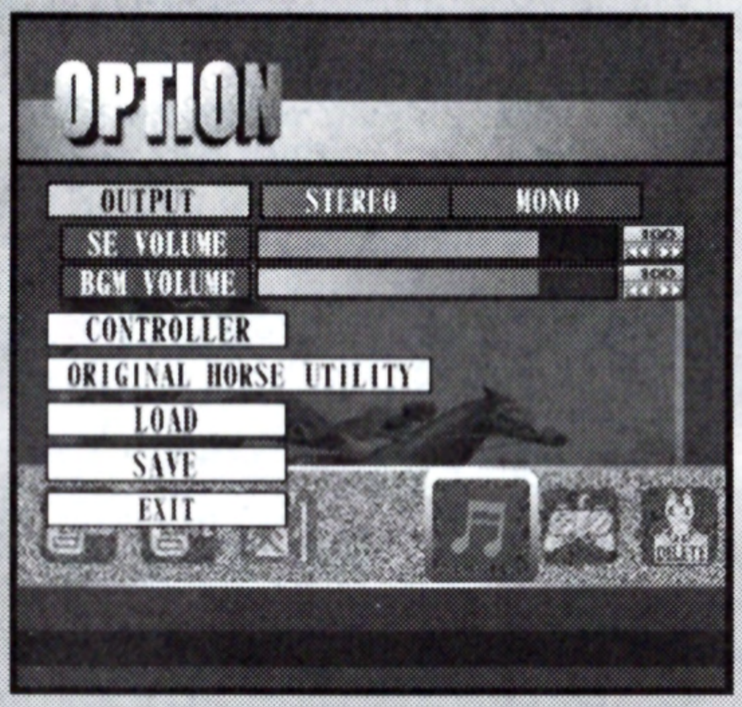
Go Nose-to-Nose against your friend (details see p22)

Option

You can change the different set-ups.

Output, SE volume, and BGM volume

You can control the special effects volume and background music. Also you can shift from stereo to mono and visa versa.



Original horse utility

To take care of your registered original horses. (to make an original horse, see p17). (For method of registration, see p10)

Delete: to erase a registered original horse. Select the horse you want to get rid of and press the SELECT button.

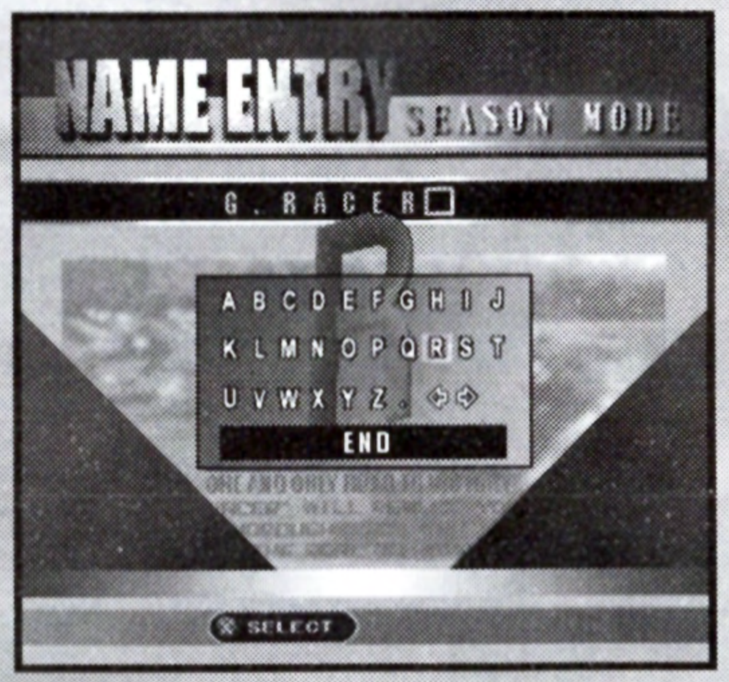
Controller

If you would like to change the Controller configurations please go to the options menu at the title screen and press select. Press the Controller icon, here you will be able to change the configuration of the Controller and set up the DUAL SHOCK™ vibration mode on/off.
SAVE: To save the set-up in the option menu.
LOAD: To load new set-up from the MEMORY CARD

Season mode

This mode will allow you to purchase a horse and win races throughout the season. First, you will be required to buy a horse with the points you are given. Then as you earn more points throughout the season, you can obtain a stronger horse to knock out all up-coming big races. Once you own a horse, it will cost you monthly to maintain it, if you lack the cash to maintain your horse, the game will be over. So be careful what you are getting. Also, using your horse, you can breed your original horse to create new horses.

New game



This will start your new season.

- ***Name entry:*** To decide your Jockey's name
- ***Jockey type:*** To select their gender
- ***Level:*** To select the grade of difficulty. Your initial horse and the starting fund will change.
- ***Uniform design:*** To design the outfit for your Jockey. You have 9 kinds of body suits, 6 kinds of sleeves. You can select one of each, then you will have a choice of 16 different colors to apply.

When you're finish choosing the uniform, you will move to the "management" screen (p10).

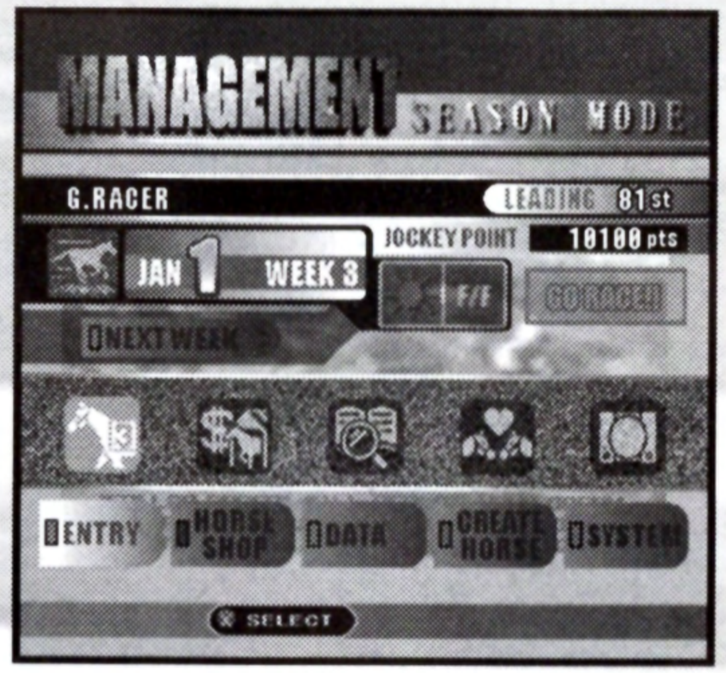
Make sure you choose your favorite uniform. You will be using this uniform for the entire season.

Load game

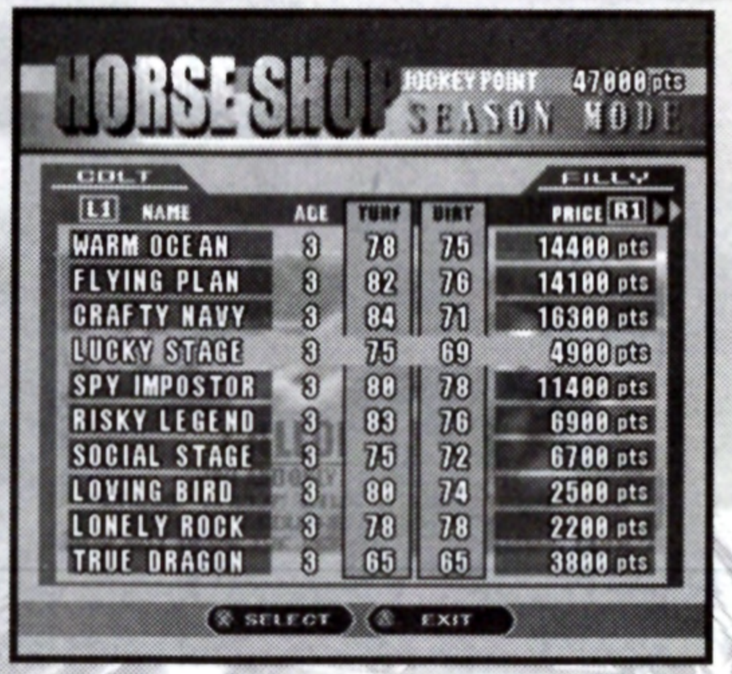
You can continue the game from where you previously saved. After loading the game, it will take you to the management screen (p10) directly.

Management screen

This is a basic daily screen to purchase your horse or to register your horse in a race. Use the directional button to move the cursor and select the command you want. When starting a new season you will need to purchase a horse first.



Horse shop: You can purchase a horse here. L1/R1 button will change the list from colt to the filly horse list. Confirm the horse you want by checking the data screen and by pressing the SELECT button. If you are satisfied with what you are getting, then buy it. You can hold up to 10 horses. If you clear a specific restriction, you will be able to buy a special horse. By winning races, the level of the horse in the horse shop will go up.



Entry: It will display the list of horses you own. Choose the horse you want to enter, and press the "X" button. It will put you in the race select screen. You can make an appointment for the next week's race as long as it's within the season (4Th week of December). Use the left directional button to go back to the former week. Or right directional button will take you to the following week. L1 button will take you to the former month, and R1 button will take you to the following month. Use these keys to select the race you want to enter. You will be registering your horse in the race select screen some of the races require a certain age and sex. The race displayed in white characters is the race you can enter into.

Some races require certain points to enter. But the following race you will be able to enter in as long as you cleared the condition in the trial race ; *Cherry Cup, Azalea Cup, Young Mile Cup, Golden Cup, Golden Derby, Princess Cup, Prince Cup.*

You can check the condition of your horse at the "entry" screen.

(Red triangle) = too much rest
(Blue triangle) = best
(Gray triangle) = too exhausted

Give your horse a moderate time of rest in-between races. You want to keep it in the best condition when entering the race. You can cancel the registration of your horse that has already entered in the race. Just select the horse with a cursor and press the "X" button. When you select the race you are going to enter and press the Triangle button, it will take you to the "management" screen (see p10). Once the registration is done, let's enter the race at "next week".

Next week

You can move the cursor to next week. The week you are registered in "entry" will be displayed "go race" and the icon will be blinking in red on the right hand side of the screen. When you select "next week", it will take you to the race screen (see p24).

Data

You can see the records of your total score, course record, etc or the data of your horse

Personal data

- ***Jockey data:*** To see your total score
- ***GI data:*** To see your GI result
- ***Hall of fame:*** Displays the horse that earned the hall of fame and achieved the race title

Official data

- ***Leading:*** The best 10 leading Jockeys
- ***Course record:*** Displays the best time of each racing track
- ***Schedule:*** To see a racing program

What is a race title?

Race title is a "crown" given to a horse. It can be achieved by winning a multiple race. For example, when your horse wins in three major American cup races, which is Azalea Cup, Golden Derby, and Prince Cup, your horse will earn the race title "Junior of USA". Use your favorite horse to enter different combination of races and seek different race names.

Horse data

It displays the data of your horse. Select the horse with the cursor, then press the SELECT button to get the data screen. L1/R1 button will help you slide a screen.

1. Production

Production type star symbol: It shows this is your original horse.

2. Sex

Colt and Sire: A male horse. It cannot enter in the filly race.
Filly and Mare: A female horse.

3. Rating

"Turf" shows how good your horse can race on a grass course, "Dirt" shows the ability on a sand course. The bigger the number is, the more flexible the horse is in that condition. In season mode, the number will change as the horse grows.

4. GR-rank

A ranking of your horse. Depending on how you play, the number will change.

5. Ability parameter

Speed/Stamina (LV1 ~ 99): The upper blue represents the ability on turf and the lower yellow represents the ability on dirt .

Distance: It shows what length of track the horse is best at. Even if the limit exceeds, some horses can still pull out their ability well.

Spurt: It shows what type of last spurts the horse shows. There are 5 different types.

- FST (Fast): It will go up to top speed instantaneously but doesn't last long.
- SLW (Slow): Its top speed is not that high but can maintain it's maximum speed for a long time.
- GTS (Guts) (LV1 ~ 5): It shows how strong the horse can endure the stress. A horse with low level of guts may not win in a dead heat race.
- TMP (Temper) (LV1 ~ 5): It shows the personality of the horse. Higher the level, better the personality. It means that it is easy to ride.
- INC (Incline) (LV1 ~ 5): It shows how good the horse can pull out of the last slope of the track. Low level horse consumes more stamina at the last slope.
- BRK (Breaking Style) (LV1 ~ 5): It shows the horse's acceleration. It will affect the starting speed and the acceleration during the race.
- CON (Track Condition) (LV1 ~ 5): It shows how good the horse can adjust to the bad condition of the racing track. It will be affected when the track is in bad condition from rain or snow.
- PACE: Running type of the horse. (see p26)

6. STRT LMT (Starts Limit)
It shows how many races the horse can enter in one season. Small (upside down U) shows 1 and big (upside down U) shows 10.

7. NXT (Next Race)
When the horse is registered, a name of the registered race will be displayed.

8. GR TYPE (Growing Type)
It shows how the horse grows. Some horses can acquire its maximum fitness more quickly than others.

9. Condition
When the horse participates in too many races in a row, it will get exhausted and stressed. You need to give the horse proper rest to maintain its best condition. However, if you give the horse too long of a rest, it can also suffer from drawing out its best condition at the next race.

Also in the "horse data", you can check the result of a race and have your horse retire. You can select the demand with the cursor and press the "X" button.

Result: It will display the results of the last 10 races your horse has attended.
Title: It shows the title your horse has achieved.
Retire: To retire your horse. The retired horse can be used as sire (male horse for breeding) or broodmare (female horse for breeding). You can hold 10 horses to be bred. (5 each of sire and mare). If you are not using your retired horse for breeding, then it will be sold.
Save horse (original horse only): You can save the original horse in your memory card. The saved horse can be used in "practice mode" and "VS mode". The saved ability of the horse will be retained as is. It is best to save the horse in its maximum strength.

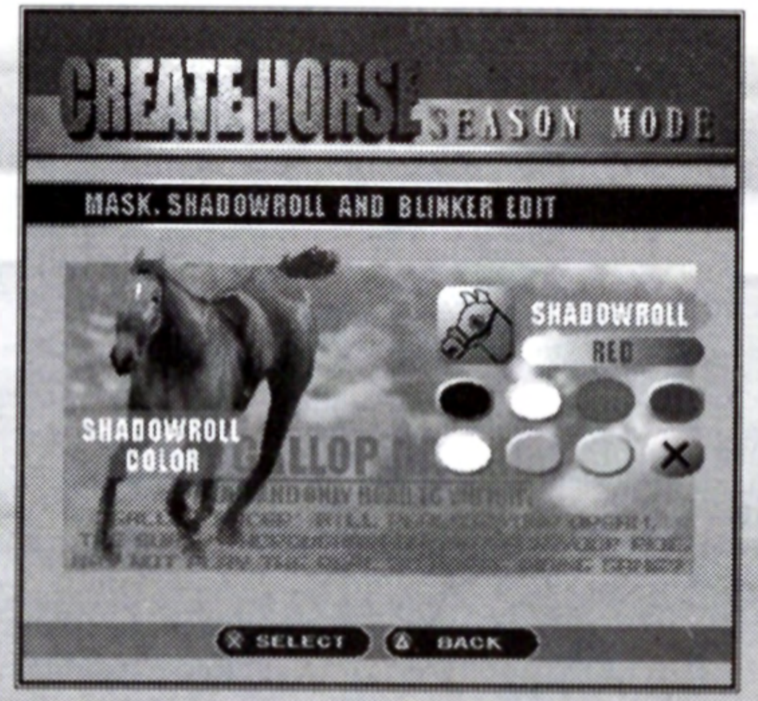
You will need a MEMORY CARD block dedicated to the horses (you can save up to 30 horses per 1 block).

System

Save: It will save the current game.
Load: This will load the data from a MEMORY CARD.
Quit game: This option will quit "season mode" and return to the title screen.

Create horse

You can use your retired horse for breeding purposes (You'll need a stallion and a mare) instead of selling your horse. This is the way to create your original horse. The original foal you get will automatically become your horse. If you already have 10 horses, you cannot breed an original horse. Breed your horse after your horse is retired.



Data: You can check a breeding horse's parameter and GR-rank.
Create horse: To create your original horse. You will need a stallion and a mare. From the list, choose a sire first then a mare. The screen will confirm your selection. Press OK, if you are satisfied with your decision (To cancel, choose Cancel). You will have your original horse.

You will name your original horse's name and select the horse's mask, shadow-roll, and blinker color. The horse's name should not exceed more than 12 characters. As for the equipment color for the horse, you will first select mask (main, ear, line, and mark), blinker (only when it wears a mask), and shadow-roll. If you choose not to fully equip your horse. Simply choose X on the menu with the cursor and press the X Button if you don't need any equipment.

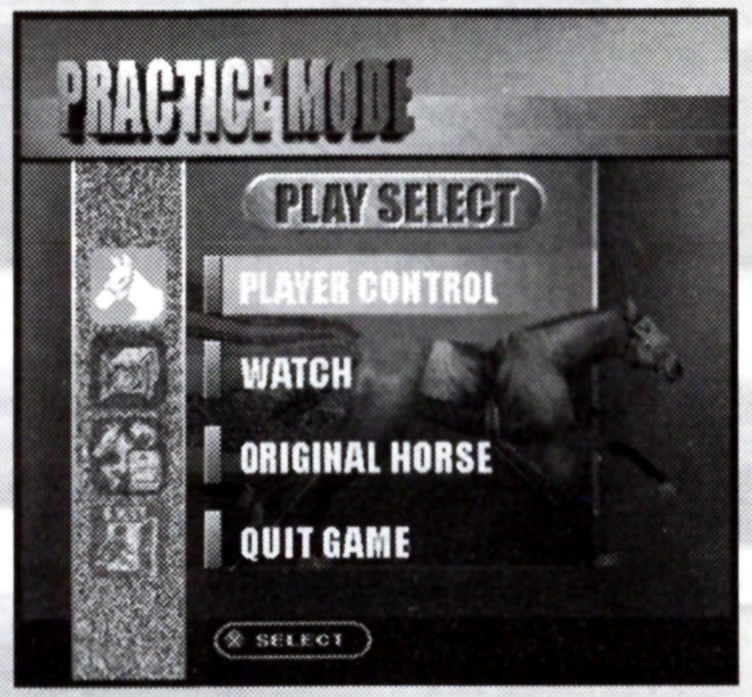
Delete: It will delete a breeding horse.
However, once you create an original horse, the breeding horse will be automatically deleted from the list.

A key to get a good original horse

Original horse's ability will be determined by parent's ability and their racing results. That means it all depends on how good the player can race the horse.

Practice mode

This is a mode to participate in your favorite race with your favorite horse. In Gallop Racer, there are around 1,500 horses with different personalities. You can also use an original horse you create in "season mode". Challenge different races with different horses.



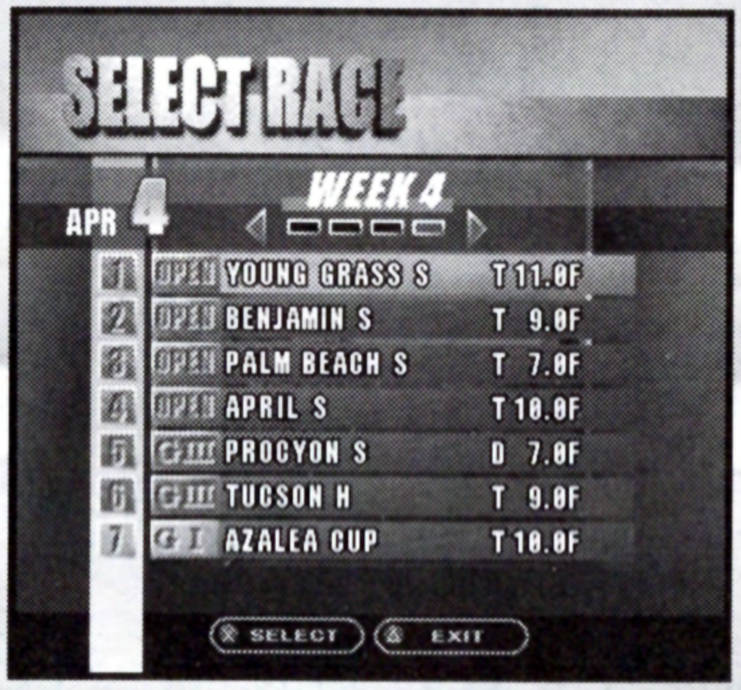
In the title screen, choose "practice mode" with the cursor and press the X button. First, select a game mode and according to the instruction, you will choose the type of race and type of horse. Then you will be able to start the mode.

Player control: This mode is for a single player.
Watch: This option will allow the player to watch the COM play. Your friend can enter his/her original horse and have a match with them.
Original horse: You can load an original horse in "practice mode". If you want to use your original horse, you have to go to this screen and register the horse. You have to create a original horse in "season mode" (see p17).
Load: To load the list of original horse from a MEMORY CARD. (see p19).
Add: To select and register the horse from the loaded list. Use the directional button to select the horse and register it with the X button.
Delete: To delete the registered horse. Use directional button to select the horse and press the X button.

Game flow

1. Select Race

When you choose "player control", "watch", it will display this screen. Use directional button to select the race and press the X button.



2. Select Horse

You can get this screen only when you choose "player control". From the horse list, choose the horse you want to use. You can change the order of the horse list by using different commands like "sort", "mask", and "list". (How to look at the data, see "season mode" on p13)

Sort: You will be able to organize the horse's names and order.

Name: horse names will be in alphabetical order.

Turf: lists the horses from high flexibility on grass terrain to low.

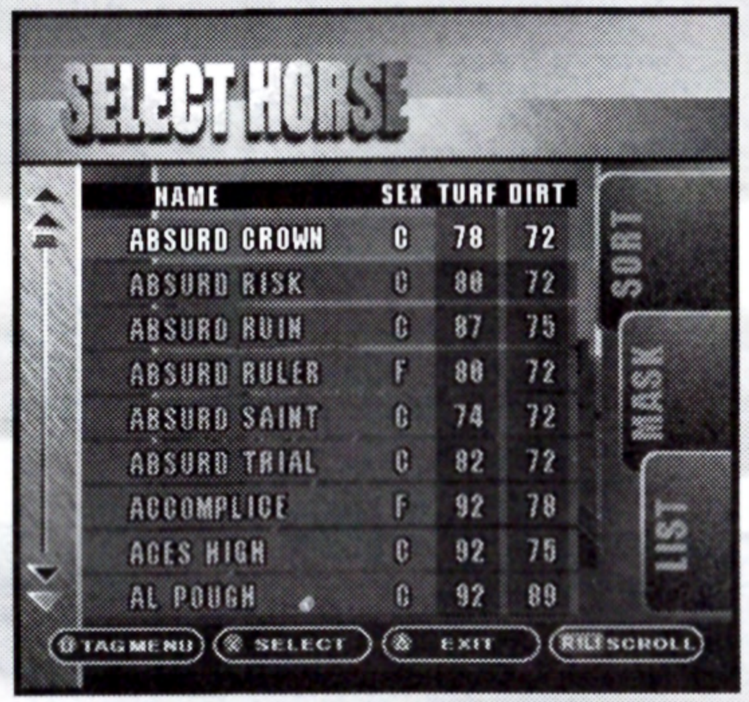
Dirt: lists the horses from high flexibility on dirt terrain to low.

Mask: It will restrict the name list of horses.

All: lists all the horses

Colt: only show male horses

Filly: only show female horses



List: It will change the list of the horses

USA-reg.: American horse list

World reg.: Foreign horse list

USA-sp.: Special member list for American horses

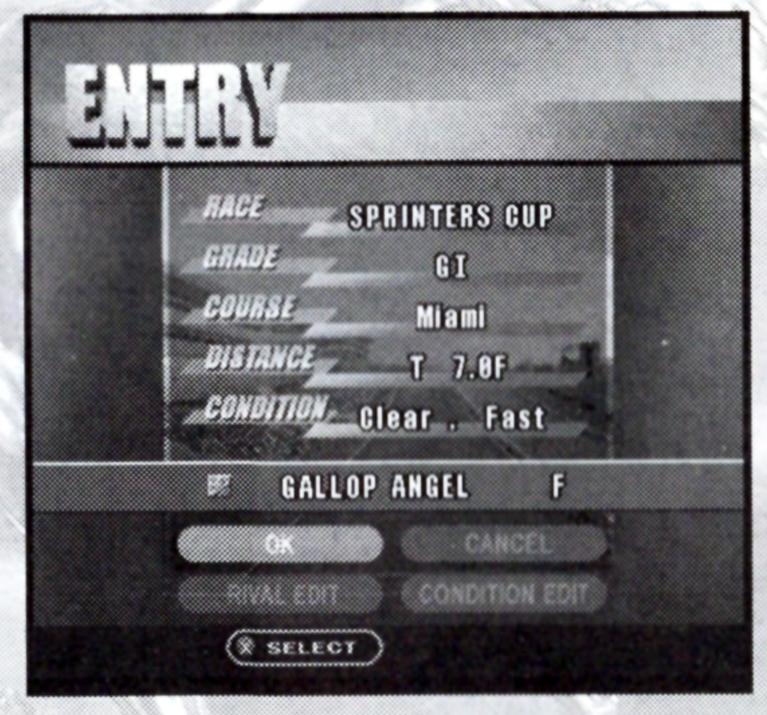
World sp.: Special member list for foreign horses

Original: List all registered original horses (see p18).

Choose this list when you want to use your original horse.

3. Entry

When you finish selecting at "player control"/ "watch", it will take you to the "entry" screen. Here you can see the entering race and the entrant horses. You can also change set-ups of "rival edit" and "condition edit".



Rival edit: To change the numbers of entrants.
Condition edit: To change the climate and condition of the racetrack.
F/F: Firm & Fast, **G/G:** Good & Good, **M/Y:** Muddy & Sloppy, **S/S:** Sloppy & Soft.
When you finish selecting all the screens, the race begins (see p24).

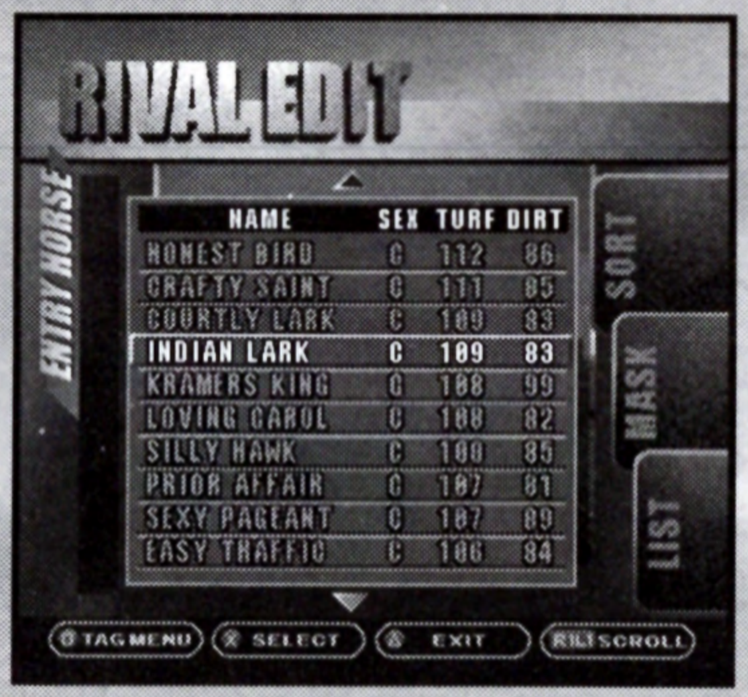
"Rival edit" can also allow you to do the following!
You and your friend can compete with each other to see who created a great original horse.

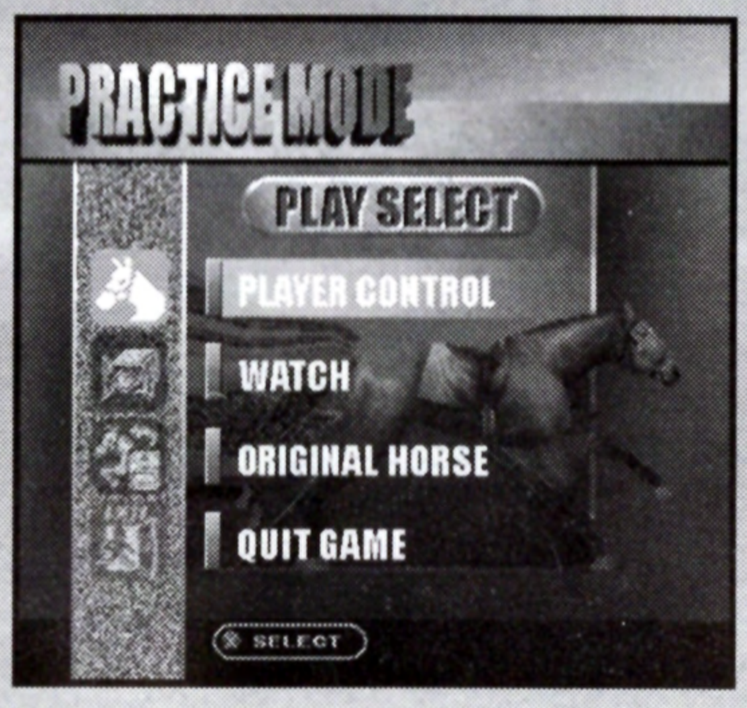
1. Load your original horse from "original horse" menu in "practice mode".
   And register them. (see p18)

2. In the "watch" mode, select the race to participate in.

3. Change the entrants member to registered original horses at "rival edit" in "entry" screen.

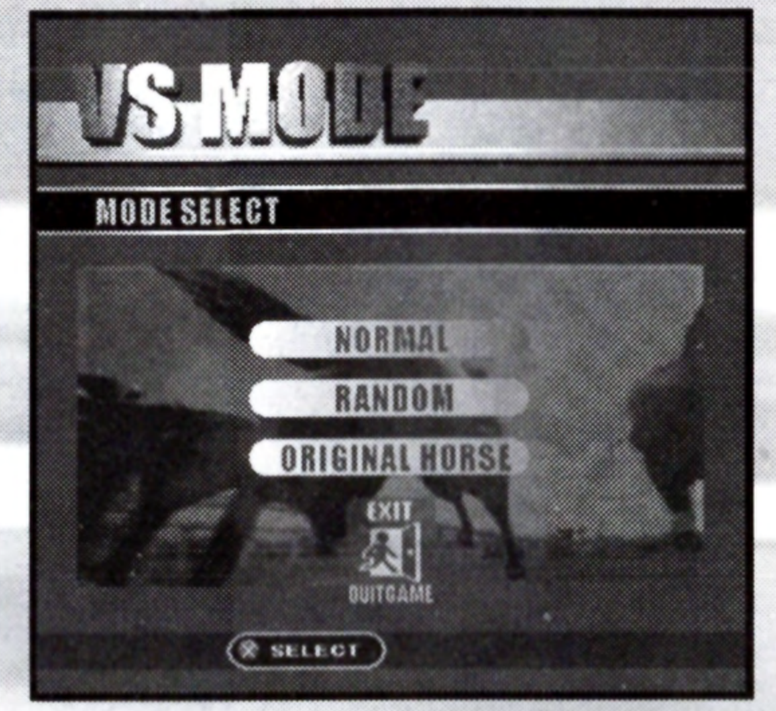
4. Once all the members are exchanged, the race is ready to start.





VS mode

This is a two-player match mode. Players have a choice on how to split the monitor. Either you can split the screen vertically or horizontally. In order to set the screen up, go to "information" screen after selecting the horse.



Normal: Players will set up all the numbers of races, racetrack, and entrant horses. When numbers of the match are set in 3 or 5, racing and entrant horses should be selected each time the new match begins.

Random: race and entrant horses will be randomly changed.

Original horse: To load a original horse used in "VS mode". (same as "practice mode". details see p18)

Game flow

1. ***Race count select:*** to choose the number of races.
2. ***Select race:*** To choose what race to enter. (This part is not available in "random" mode)
3. ***Select horse:*** To choose the entrant horse for Player 1 and then for Player 2. (This part is not available in "random" mode)
4. ***Information:*** You can confirm the entering race and entrant horses.

   Split select: To split the screen. (Use directional button)

   Rival edit: To change the members of entrant. (Not available in "random" mode)

   Data: To check your horse's parameter.

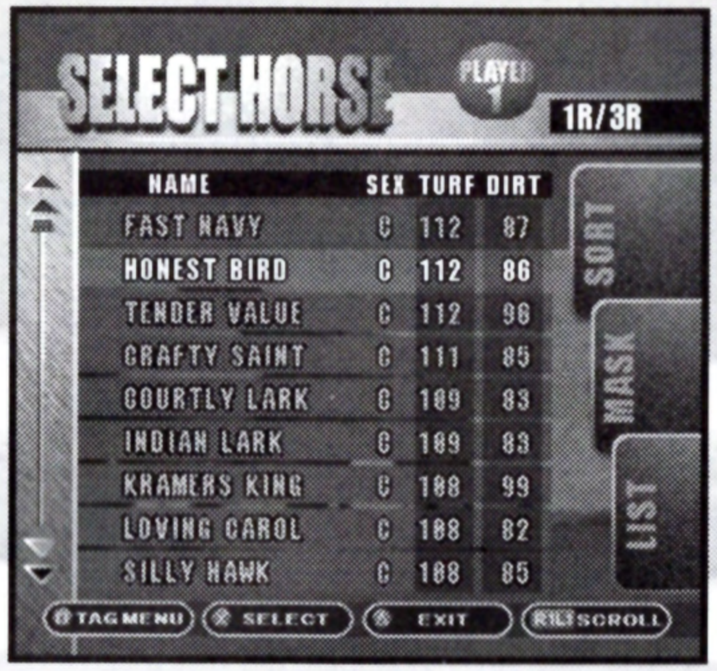
   Condition edit: To change the climate and condition of the racing track. (Not available in "random" mode)

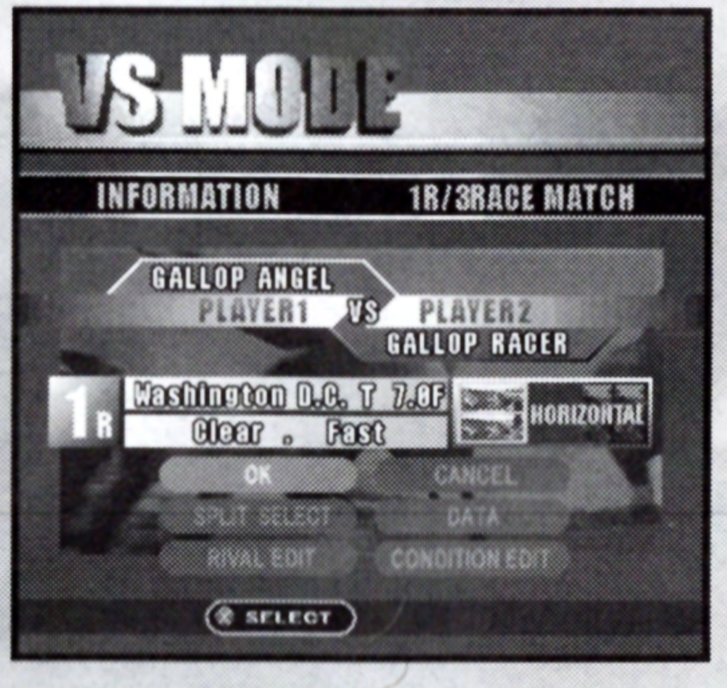
   When the above process is done, the race is ready to begin. (see p24)

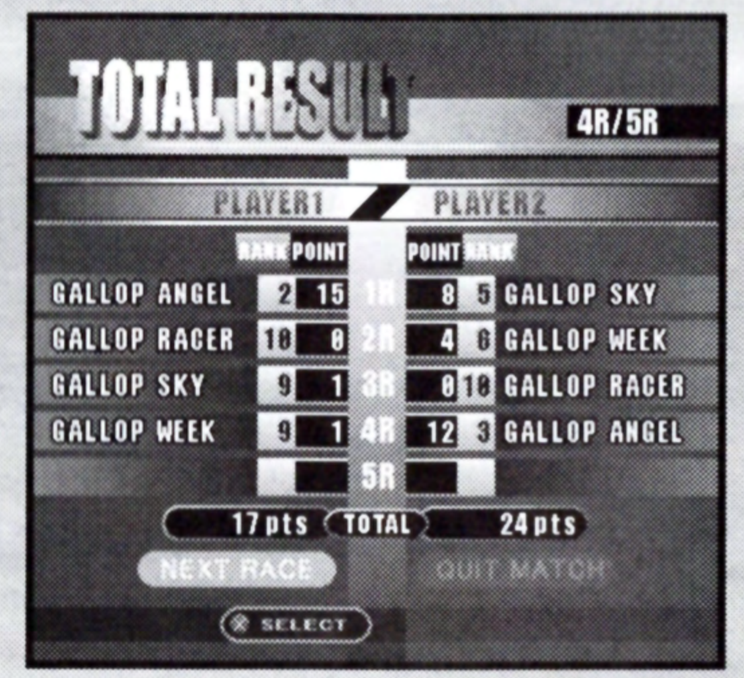
About the race results

The result of the race will be determined by the points you earn in the order of reaching the goal.

Goal rank 1 2 3 4 5 6 7 8 9 10
Points 20 15 12 10 8 4 3 2 1 0
In a 5 race match, points of final race will double.







Race

When all the settings are done, you are now ready to race, but let's do a final check before starting. Is the racing distance appropriate for your horse? Is your horse adjusted to turf/dirt condition? Is your horse in good condition? How's the racing track condition? What kind of competitor horse do you have? The best jockey has to take all the elements into consideration and be able to pull out your horse's best strength.

Entry / Paddock

It will display popularity, running type, etc. In Paddock, you can check what other horses' personalities and conditions are.

Racing Screen

Current Position: It shows which position the player's horse is running at.

Remaining distance: It shows what distance is left.

Stamina meter: The gage is divided in 8 sections. Each time the horse loses stamina, a highlighted block will disappear.

Speed meter: Shows your horse's current speed.

Condition meter: The horse's condition is indicated by different color bars.

Running type: It shows what's the best position for the horse to be in.
The highlighted arrow shows the position best for the horse to pull out its best ability.

Pace: It shows the current pace of the horse. It will only be displayed when the horse passes a particular point.

Time: It shows the current time.

Course record: It shows the record time of the course. In "season mode", when you achieve a better time than the indicated one, the record will be changed.

Radar: It shows the overall situation by radar. The purple indicator is the players horse.

Radar name: The name of the horse coincides with the radar indication. First, it will show the player's horse.

Watch: You have 3 different point of views.

Strategy

For people who just cannot win a race, we'll give you a hint. These points must be understood while mounting a horse. This is key to being victorious.

Run Type: This is one of the elements you have to take it to consideration. The player needs to position his horse among the other horses during the race according to his/her run type.

(Front runner): This is a horse whose running style is to get in the lead at the start of the race and to continue there as long as possible. This type of a horse dislikes to be surrounded by other horses.

(Preceding): This is a horse that runs behind the front runner and gets the lead at the final straightway.

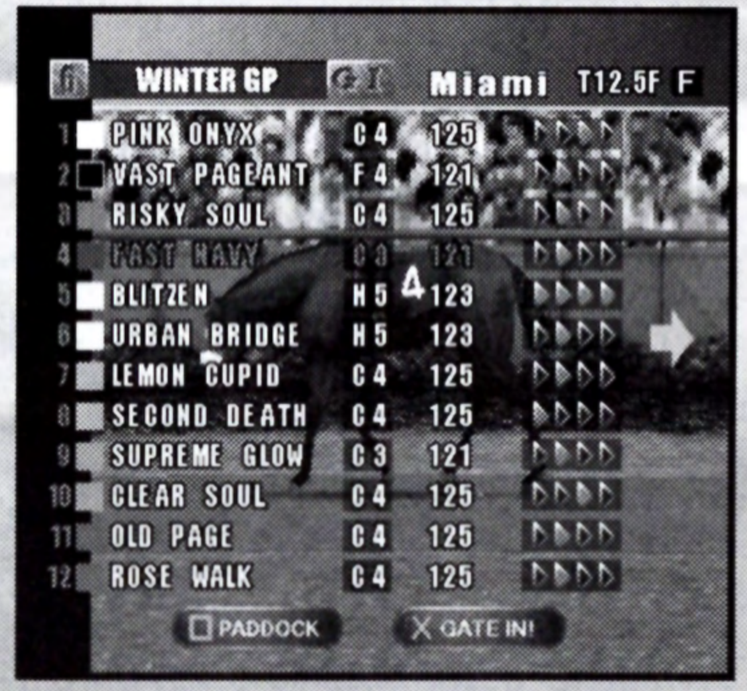
(Pressing): This is a horse who runs in the middle or latter position in the beginning and gets a spurt at the straightway.

(Stretch runner): This is a horse that runs at the end of other horses and runs its fastest nearing the finish of a race. This type of horse hates to be surrounded by other horses.

(Easy ride): This type is flexible so that it can run in any position. Other horses do not distract it and it prefers to run under mild urging.

A few keys to victory

Predict the pace and get the best position that fits the horse's running type.
Pace is a very important factor in "Gallop Racer". If your horse is slow paced, the preceding position will be less likely to get exhausted. If the horse is at high pace, making him run at the latter position is better. When the other majority of horses are precede or front runner type, your horses pace will be faster. Predict the pace and when the race starts, try to position yourself in an ideal spot.



Make your horse run conformably

Once you achieve the ideal position, you don't want to suddenly slow or speed up your horse without reason. Try to keep the same pace as the other group of horses. Avoid brushing with the other horses! If the condition meter is on green, it is not a problem. The best bet would be to keep your horses condition meter in blue as much as possible.

The biggest point is when to give an urge for a spurt. If the horse is a slow pace horse, you want to urge the horse to go on front earlier. If your horse is high pace, you want to hold till the last minute.

Race according to the horse's personality

Check the horses data and race along with your horses personality. Front runner and stretch runners dislikes to be surrounded by other horses. It is ideal to run in the lead or run on the outer side of the rail. Try various positions and find out the best way to race.

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3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective TPR, and return your TPR freight prepaid, at your risk of loss or damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Tecmo, Inc. Consumer/Service Department:
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   Torrance, CA 90503

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